Nudge

How-To Guide

Real-time time tracking for DaVinci Resolve.

Nudge 0.1 · Windows and Mac
DaVinci Resolve Studio
Support: hello@nudgetimetracker.com
nudgetimetracker.com

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USER GUIDE

Nudge

Real-time time tracking for DaVinci Resolve. Open a project and it starts counting. Switch projects and it banks the old one. Step away, and it asks where the time went when you come back. It asks, so you don't forget.

Nudge 0.1 | DaVinci Resolve Studio | Windows and Mac | Python 3

Website: nudgetimetracker.com · Support: hello@nudgetimetracker.com · How-to videos: nudgetimetracker.com/help

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PART 1

What you need

Nudge runs inside DaVinci Resolve and keeps track of the time you spend on each project. Open a project and it starts counting. Switch projects and it banks the old one. Step away, and it asks where the time went when you come back. It asks, so you don't forget.

You need three things.

01 **DaVinci Resolve Studio**, the paid version. The free version of Resolve can't run scripts like Nudge, so Nudge won't open there. To check, open the **DaVinci Resolve** menu and choose **About DaVinci Resolve**. It should say Studio.

02 WINDOWS

Python 3, free from python.org. Download the Windows installer and run it with the normal settings. Don't use the Python that opens the Microsoft Store: Resolve can't use that one. Any current version works. Nudge is tested on 3.11, 3.13, 3.14 and 3.15.

03 MAC

Python 3, free from python.org. Download the macOS installer and run it with the normal settings. Python from Homebrew also works. Don't rely on the Python that comes with macOS: it's old and isn't tested. Nudge is tested on 3.11, 3.14 and 3.15.

04 **Nudge.py**. Buy Nudge at nudgetimetracker.com (you pay once). After you buy, the first page you land on is your purchase page. It shows your licence key, and you can download Nudge right there. The download is a zip: on Windows right-click it and choose **Extract All**; on a Mac double-click it. Inside is **Nudge.py**, this guide and a README. There's nothing else to install.

Optional: the Time log export is a spreadsheet file (a CSV). Excel, Numbers and Google Sheets all open it. If you'd like a free app just for CSV files, Modern CSV (moderncsv.com) is a good one.

For safekeeping, you'll also get an email from Nudge (sent by Polar, who handle our payments). Click its Access purchase button to see your licence key and the download again. If you lose that email, go to polar.sh/nudgetimetracker/portal and enter the email you bought with. Polar sends you a sign-in code, and your key and the download are there too. The first time Nudge opens it asks for that key: paste it in and press **Activate**. It needs the internet for that one check, then checks once a day in the background, and it keeps working for 14 days with no internet at all. Every plan gives each editor 2 computers: Solo is one editor on 2 computers; the team plans (2 to 5 editors) are 2 computers per editor, with one key the whole team shares. One key per order; team keys are for editors in your own business or team. Prices (paid once, at nudgetimetracker.com): Solo US $9, 2 editors US $16, 3 editors US $23, 4 editors US $30, 5 editors US $37.

PART 2

Install and first open

01 **WINDOWS**

Open File Explorer, click in the address bar, paste this and press Enter:

```
%APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion\Scripts\Utility
```

If the folder doesn't exist, create it.

02 **WINDOWS**

Drag **Nudge.py** into that folder.

03 **WINDOWS**

In Resolve, open **DaVinci Resolve > Preferences > System > General**. Set **External scripting using** to **Local**, and save.

04 **WINDOWS**

Quit Resolve and open it again. Resolve only looks for new scripts when it starts.

05 **WINDOWS**

Open a project, then choose **Workspace > Scripts > Nudge**. The first time, a small window asks for your licence key: paste it from your purchase page and press **Activate**. Then the Nudge window opens and starts counting straight away. There's no start button.

01 **MAC**

In Finder press Shift + Command + G (Go to Folder), paste this and press Return:

```
~/Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion/Scripts/Utility
```

If the folder doesn't exist, create it.

02 **MAC**

Drag **Nudge.py** into that folder.

03 **MAC**

In Resolve, open **DaVinci Resolve > Preferences > System > General**. Set **External scripting using** to **Local**, and save.

04 **MAC**

Quit Resolve and open it again. Resolve only looks for new scripts when it starts.

05 **MAC**

Open a project, then choose **Workspace > Scripts > Nudge**. The first time, your Mac asks whether DaVinci Resolve can use files in your Documents folder. That's where Nudge keeps your settings and your hours, so press **Allow**.

06 MAC

A small window asks for your licence key: paste it from your purchase page and press **Activate**.

07 MAC

The Nudge window opens, and your Mac asks one more question: can DaVinci Resolve control System Events. That's how Nudge sees which app you're working in, so press **Allow**. Nudge starts counting straight away. There's no start button.

Let it open by itself

On the **Setup** tab, tick **Start with Resolve**. It saves as soon as you tick it. From then on Nudge opens by itself a few seconds after you open a project, and you never need the Scripts menu again.

If you close the Nudge window yourself, it stays closed until you restart Resolve. Choose **Workspace > Scripts > Nudge** to bring it back sooner.

WINDOWS

Finding the window

WINDOWS

Nudge has its own button on the Windows taskbar, with the orange Nudge chevron on it. Click it any time to bring the tracker to the front. When a question is waiting, the button flashes until you answer.

MAC

Finding the window

MAC

While Nudge is open there's a Nudge icon in your Dock. Click it any time to bring the tracker to the front: from behind Resolve, from Compact, or after you've hidden Resolve with Command + H. The first time Nudge runs it builds this icon by itself, in about two seconds. There's nothing to install and nothing to allow.

MAC

The first time you open it, the window can appear behind Resolve's main window. Click the Nudge icon in the Dock and it comes forward.

PART 3

The window

From the top down:

- **The project name** is the project open in Resolve. You never pick it: Nudge reads it from Resolve. The orange chevron at the end of that line is the Nudge mark.
- **The big clock** is the total time on that job, for everyone, for all time. It doesn't reset each day. The line under it says so, and adds today's time once there is some.
- **The status line** says what's being counted right now, for example "Tracking - Resolve - Color page".
- **The team line** shows who else has worked on the job, once you share hours with a team (part 10). For example "Shared job -- you 00:24:38 | Alex 03:48:00".
- **The budget bar** shows the hours left and the share used. It goes from green to amber to red, and the clock turns red when you go over. If the job has no budget yet, this line tells you where to set one: the Quotes tab (part 8).
- **The question line.** When Nudge needs an answer, the question appears here with a row of answer buttons. If several are waiting, it shows "(1 of 3)" and takes them one at a time. These lines keep their place even when empty, so the buttons don't jump about under your mouse.
- **Pause** stops the clock by hand, and the button changes to **Resume**. You'll rarely need it, because Nudge pauses by itself when you stop working.

> WINDOWS
>
> **Compact** shrinks the window to a strip, where it is. The button becomes **Expand**: press it, or click the strip, to bring the full window back.

> MAC
>
> **Compact** shrinks the window to a strip in the bottom-right corner of your screen, above the Dock. Click the strip, or the Nudge icon in the Dock, to bring it back. Use Compact instead of the yellow minimise button: that button is greyed out on Nudge, because a minimised window would vanish into Resolve's Dock tile.

- **Close** saves your hours and closes Nudge.
- **The tabs:** Reports, Overview, Breakdown, Quotes and Setup.

Hover over any button and a tip says what it does.

PART 4

How Nudge counts your time

Time in Resolve

Time in Resolve counts, tagged by page: Media, Cut, Edit, Fusion, Color, Fairlight, Deliver and Photo. Resolve's own project ID follows each job, so renaming a project keeps its hours. When you open a different project, the clock moves with it. Open the first one again later, today or next month, and it carries on from its total.

Nudge also notes which timeline you're working on. If a job has more than one timeline, the Time log shows how the Resolve hours split between them, so a main cut and its cutdowns can be quoted and billed apart.

Time in other apps

A job is never only Resolve: After Effects for a title, Photoshop for a thumbnail, your browser for music, your email for the client's notes. Nudge sees that you've left Resolve and keeps that time to one side. It isn't added to the job yet. The status line says so, for example "Tracking - in After Effects - not counted yet, it will ask".

When you come back to Resolve, Nudge asks, for example:

```
You were in After Effects for 10m. Was that for 'Northgate Ferries - Safety video'?
```

- **Yes, add it to this job** puts the time on the job you have open.
- **Another job…** lets you pick a different job from the list, for when this project was open but the work was for someone else.
- **Don't count it** leaves the time off. Nobody is billed for it. Changed your mind? On the Breakdown tab, select that line and press **Put it back**.

Nudge asks every time, on purpose. It doesn't learn that After Effects is always work, or that your browser never is: the same app can be this job today and a different job tomorrow. Only Resolve itself (and Fusion) counts without asking.

Less than a minute in another app is never asked about and never billed. You can raise that on the Setup tab. If you close Nudge while a question is still waiting, it asks again the next time you open it.

Away from the desk

If you don't touch the keyboard or mouse for two minutes, the clock stops, the status line says "Paused - idle", and those two minutes come off as well. When you come back it asks "Away 2m. Where should that time go?" with the same three answers: **Yes, add it to this job**, **Another job…** or **Don't count it**. Add it if you were on a client call. Don't count it if you were at lunch.

> WINDOWS
>
> If the computer goes to sleep, that time comes off the clock too, and Nudge asks about it when you're back, the same way.

MAC

If the Mac goes to sleep, that time comes off the clock too, and Nudge asks about it when you're back, the same way.

If Resolve was closed for more than ten minutes, Nudge asks about the gap when you open the project again: were you working on this job in another app? Choose **All of it**, **Choose an amount...** or **No, not for this job**.

Nudge never adds or removes time without telling you. Every hour it isn't sure about becomes a question.

What counts by itself

Renders count, even when you're away from the keyboard. So does an AI assistant editing your open project while you're away: that time is filed as Assistant editing, so you can see it apart from your own.

Other questions you might see

- **New job 'name'. Track it?** The first time you open a project. **Yes, track this job**, or **No, never track this one** for a project you never bill, like a template. It won't ask about that one again.
- **'name' was marked complete. Reopen it?** You opened a project you'd finished (part 5). **Yes, reopen it** puts it back on the list. **No, it's finished** leaves it closed and doesn't count the time.
- **Track here instead / Close this window.** Nudge is already open in another window on this computer. Two trackers would overwrite each other's hours, so pick one.
- **Worked ... without the tracker running.** Only with "Remember what I work on" turned on (part 9). It offers a day you forgot to open Nudge, with a real figure.

WINDOWS

While a question is waiting, Nudge's taskbar button flashes, so you know to look.

MAC

While a question is waiting, the Nudge icon in the Dock bounces and shows a badge, and the window title starts with (!). Tick **Also show Mac notifications** on the Setup tab to get a banner at the top right of the screen as well. That's worth having if you edit with Resolve in full screen, where the Dock is hidden.

PART 5

Reports tab

Reports is every job and its hours.

The three cards

- **Today:** hours worked today, across every job, by everyone.
- **This week:** hours since Monday.
- **Recovered:** hours that only exist because Nudge asked, and you said yes. Time open before you started it, time while Resolve was closed, idle time you claimed back, time in another app you said yes to, and time you added by hand. Without the question it wouldn't have been billed at all.

The job list

Every job with hours, with **Today**, **Week**, **Budget**, **Tracked** and **Remaining**. Remaining turns red and says how far over when a job goes past its budget. Click a job to work with it: the line under the list sums up its terms, and the buttons under THIS JOB act on it.

The buttons

- **Refresh** re-reads everyone's hours from the team folder.
- **Time log** saves the selected job's paperwork, with every editor's hours in it. See below.
- **Merge...** joins two rows that are really one job, for example a project copied to a laptop and back. Select the row to merge away first. It keeps the budget of the job you merge into.

- **Reset time...** sets a job back to zero, on every computer, after showing you exactly what it will clear. The budget and the rate are kept.
- **Finish job...** is for when a job is delivered. It comes off the list and its hours are saved as a CSV. Nothing is deleted: the hours are kept and still feed your quotes. If you open that project again, Nudge asks whether to reopen the job.

Time log

Time log saves two files into the job's folder, then opens the folder:

> WINDOWS
>
> **report-(date).html**, a page that shows the job's hours the way you'd show a client. Open it in your browser. To make a PDF, press Ctrl + P and choose Microsoft Print to PDF.
>
> MAC
>
> **report-(date).html**, a page that shows the job's hours the way you'd show a client. Open it in your browser. To make a PDF, press Command + P and choose Save as PDF.

- **timelog-(date).csv**, a spreadsheet with every block of work, for every editor, as your proof. The first columns are the ones you'd send a client: the date, the job, who, the hours, and the money if you've set a rate. The rest is your own detail: page, app, revision round and timeline.

The first time, it asks which folder to save into, and remembers that folder for the job. **Save somewhere else...** in the message after an export picks a new one.

With no hourly rate set, the export proves the hours rather than the money. That's what you want if you bill by the day or by the project. To round each line up the way an invoice is written, set **Round exports up to** on the Setup tab.

PART 6

Overview tab

A dashboard for one job. **Showing** at the top picks what it shows:

- **This job** is the job open in Resolve.
- **The job picker** shows any other job on the Reports list.
- **All jobs** is the view for whoever runs the studio: every job at once.

For one job

- **The cards:** Today, This week, Budget left, and Money earned. Money earned is everyone's hours times the job's rate, and stays blank until you set a rate.
- **Hours by day:** the last two weeks, one bar a day.
- **Where the time went:** a ring with a colour for each Resolve page, plus other apps and time added by hand.
- **Editors:** who has worked on the job and how much. "Editing now" marks anyone working on it right now.
- **Latest work:** the newest blocks of work, newest first.

All jobs

The cards change to Today, This week, **Active jobs** and **Over budget**. Below them, the jobs that have used the most of their budget are at the top, each with its budget bar. Click a job's name to open its own overview.

Editors becomes a table of how much each editor has worked this week, this month and this year. Pick an earlier month from the list to look back.

PART 7

Breakdown tab

Breakdown shows where a job's time came from, and lets you correct it.

- **The job picker** at the top chooses the job. The first row follows whatever is open in Resolve.

- **All time / Today** switches between every hour on the job and today's hours only. Today is handy for checking a day that came out higher than you expected. The buttons below then act on today's hours only.
- **The bars** show each Resolve page in green, each other app in blue, and time added by hand in grey.
- **The list** below has every line in detail.

Fixing a line

Select a line, then:

- **Not this job** takes it off the job. It turns grey and stays in the list, as "not counted", so nothing is lost.
- **Put it back** restores a not-counted line. This is also where you put back anything you answered **Don't count it** to.
- **Move to...** sends it to another job. Pick the job, then choose **All of it**, or **Choose an amount...** to move only part of the line: type the minutes and press **Move**.

> **WINDOWS**
>
> Hold Ctrl or Shift to pick several lines at once.

> **MAC**
>
> Hold Command or Shift to pick several lines at once.

This job

- **Add time...** is for work Nudge couldn't see, like a client call, a shoot day, or an edit on a laptop without Nudge. Enter the hours and minutes and a note saying what it was, and press **Add**. It shows in grey as added by hand, so it's always clear which time was typed in and which was tracked. Leave the numbers at 0 to just put a note on the last block of work.
- **Round...** is for when the client comes back with changes. It starts revision round 2 (then 3, 4 and so on) on the job, with a note of why. Time from then on is marked with the round in the Time log, and the line above the buttons says how much of the job has gone on revisions. An extra round becomes proof rather than an argument. **Undo that** is offered straight after, if you pressed it by mistake.

PART 8

Quotes tab

Quotes is where a job's terms live, and where you price the next one from the jobs you've already done. It has two halves: **This job** and **Next quote**. It always opens on This job.

The four cards

- **The job:** its name, the quoted price, its type, and how it's billed.
- **Real rate:** for a fixed-price job, what the quote is actually paying you per hour so far: the quoted price divided by the hours tracked. Quote 6,000 at a rate of 120 an hour and you have 50 hours. At 60 hours tracked the real rate is down to 100. Once it drops below your hourly rate the card turns red: the job has stopped paying what you meant it to.
- **Budget left:** hours left, and how much of the budget is used.
- **Typical quote:** what past jobs of this type were sold for, and per finished minute where Nudge knows the length. It's the "am I underquoting?" number.

This job

- **Type:** what kind of job it is, like Case study, Corporate, Social cutdown or Event. Pick one from the list, or choose **New...** and type your own. Once saved, a new type is on the list for everyone.
- **Quoted price:** the price you quoted for the whole job, if it was a fixed price. Leave it at 0 if you bill by the hour.
- **Client:** who the job is for. Pick one from the list, or type a new one. It groups jobs by client in the exports and in Next quote.

- **Budget hrs:** the hours you allocated at the start. Working in days? On an 8-hour day that's 8, 16 or 24 for one, two or three days. Leave it at 0 for no countdown.
- **Add to budget…** is for when the client gives you more time. Enter the hours and a reason. They go on top of the budget and are logged with the date. Hours already worked don't change.
- **Rate:** your hourly rate for the job. Every editor's hours bill at it. Leave it at 0 if you charge by the day or by the project. Past hours keep the rate they were worked at.
- **Length:** the finished video's length, as minutes:seconds, like 3:10. Nudge reads it from the timeline you work on most. Type it here if the delivered cut is a different timeline.
- **Apply** saves all of these onto the job, for the whole team. Nothing is saved until you press it.

Next quote

01 Under QUOTE THE NEXT ONE, pick a type (all your case studies, say) or a client (everything for that client, whatever the type).

02 Enter how long the finished video will be, in minutes. 0 means a typical job of that type, whatever its length.

03 Enter a margin for the unexpected, as a percentage on top. 15 is a sensible start.

04 Press **Show**.

You get:

- **Past jobs of that type.** For each one: the hours it took, the length of the finished video, and the hours per finished minute. Then how it went against its budget: green means it held, red means it went over, and by how much. If most of the rows are red, you've been underquoting that kind of job.
- **Where their time went,** as a ring, page by page.
- **What to quote,** in big figures: the hours, and the price at your rate. The line underneath shows how it was worked out, for example "Your 8 past case study jobs took 10.1 h per finished minute. For a 3-minute video, plus 15% for the unexpected, quote 35.0 hours (about 4.4 days)."

The more jobs you finish, the better this number gets. Next quote never changes a job: it only gives you the figure. When the client says yes, open the new project, type the hours into **Budget hrs** on This job, and press **Apply**.

Ask AI…

Not sure what the page is telling you, or want the quote written up? **Ask AI…** copies what the page says, in plain words and without job or client names, so you can paste it into Claude, Gemini or ChatGPT and ask: am I underquoting? Write me the quote. Nudge never sends anything anywhere itself.

PART 9

Setup tab

Team

- **Team folder** and **Save folder**: see part 10. Leave it empty if you work alone on one computer.
- **Start with Resolve:** Nudge opens by itself when you open a project. It saves as soon as you tick it.
- **Remember what I work on when the tracker is off:** optional insurance. It keeps a private list of which apps were in front, app names only, on this computer, for seven days. If you forget to open Nudge one day, that time can be offered back with a real figure instead of a guess. It saves as soon as you tick it.
- **Delete activity log** clears that list straight away. It never touches your tracked hours, projects or budgets.

Timing and warnings

- **Stop the clock after:** how many seconds with no keyboard or mouse before the clock stops. The default is 120. Set it to 0 to turn idle pausing off.
- **Hold other apps, then ask after:** how many minutes you can spend in another app before Nudge asks about it. The default is 1, and it can't go lower.
- **Round exports up to:** rounds each line of the Time log up to the next so many minutes, the way an invoice is written. 0 keeps the exact time. Your tracked hours never change, only the printed ones.
- **Save timings** saves the three settings above.
- **Warn me at:** tick it to show a warning in the Nudge window when a job gets down to that many hours of budget. The default is 3. It saves straight away. Nothing is sent anywhere.
- **Currency:** the label on money figures, like USD, EUR or GBP. It's picked from your computer's region the first time, and you can change it here. It's a label only: nothing is converted.

Licence

- **LICENCE row:** your plan, the last five characters of your key and when Nudge last checked it. Never the whole key.
- **Deactivate this computer** (the orange button on the LICENCE row): moving to a new computer? This frees this computer's seat on your licence, so the new one can use the key, then closes Nudge. Your saved hours stay. It asks before it does anything. Only this button, or removing the computer on your Polar purchase page (polar.sh/nudgetimetracker/portal), frees the seat: deleting the licence file by hand doesn't, and the seat stays taken.

This machine

- **Language:** switches the window between English and Portuguese (Brazil), straight away. Exports and reports stay in English.
- **Self check:** tests Resolve, Python, your folders and the team folder, and writes a report you can send us. The report is saved in your Documents > Resolve Time Tracker folder, that folder opens for you, and the same text appears in the panel below.

  > MAC
  >
  > **Quit Resolve:** closes Nudge, saves your hours, then quits Resolve for you, in that order. Use it instead of Force Quit when Resolve won't close (part 12).
  >
  > MAC
  >
  > **Also show Mac notifications:** a banner at the top right whenever a question is waiting, as well as the Dock badge. Your Mac asks once whether Nudge can send them: press **Allow**. To keep the banner on screen until you look, open System Settings > Notifications > Nudge and set the style to Persistent.

The panel at the bottom shows your settings, your licence (the plan, when it was last checked, and where the licence file is), what is counted without asking (Resolve and Fusion; every other app is asked about each time), and the Self check report.

PART 10

Syncing between computers or a team

On your own, on one computer, leave Team folder empty. Everything stays on your computer.

To keep two computers in step, or to pool a whole team's hours on each job, Nudge uses a shared folder. It has to be a folder that every computer can reach.

Nudge is tested on a shared folder on a server or NAS. That is the setup we recommend.

01 Make a folder on your server, for example "Nudge Hours". Every editor needs to be able to open it and save into it.

02 **WINDOWS**

Copy the folder's full path: open the folder in File Explorer and click in the address bar. It looks something like:

```
\\SERVER\Shared\Nudge Hours
```

03 **MAC**

Copy the folder's full path: in Finder, hold Option, right-click the folder and choose Copy "Nudge Hours" as Pathname. It looks something like:

```
/Volumes/Server/Nudge Hours
```

04 In Nudge, go to the Setup tab, paste the path into **Team folder** and press **Save folder**. Nudge tidies the path for you, so quote marks around it are fine.

05 Close Nudge and open it again.

Do this on every computer, with the same shared folder.

Dropbox or Google Drive (not tested yet)

We haven't tested Nudge with a Dropbox or Google Drive folder. It should work, because each computer only ever writes its own file, but we can't promise it yet. If you want to try, every computer needs all of this:

01 Install the Dropbox or Google Drive desktop app on the computer and sign in. A folder that only exists on the website won't work: Nudge needs a real folder on the computer.

02 Make one folder, for example "Nudge Hours", and share it with every editor. Each editor adds it to their own Dropbox or Google Drive, so it appears on their computer.

03 Set that folder to stay on the computer, never online-only. Dropbox: right-click the folder and choose Make available offline. Google Drive: right-click the folder, choose Offline access, then Available offline.

04 Copy that computer's own path to the folder and paste it into **Team folder**, as in the steps above. The path is different on each computer.

Two things to expect. Hours reach the other computers only once the file has synced, so it isn't instant the way a server folder is: give it a minute, then press **Refresh** on the Reports tab. And if the desktop app is paused, signed out or offline, that computer's hours stay on that computer until it syncs again.

If you try it, tell us how it goes: hello@nudgetimetracker.com.

Now hours belong to the job. If one editor works an hour and another opens the same project, their clock starts at one hour. The team line under the clock shows who's been on it. The budget, the warnings, Overview, Quotes and the Time log all use the combined hours. Windows and Mac computers can share the same folder.

Each computer only ever writes its own file in the folder, so nothing clashes. If the folder can't be reached for a while, the clock keeps running and saves on your computer, then puts the hours back when the folder is reachable again.

Updating to a new version

WINDOWS

On one computer: copy the new Nudge.py over the old one in the Scripts folder, the same folder as when you installed it. Then close Nudge and open it again.

MAC

On one Mac: copy the new Nudge.py over the old one in the Scripts folder, the same folder as when you installed it. Then close Nudge and open it again.

Every computer at once (needs a team folder): do the step above on one computer, then publish that version to the team.

WINDOWS

Open Command Prompt, paste this and press Enter:

```
py "%APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion\Scripts\Utility\Nudge.py" --publish-update
```

MAC

Open Terminal, paste this and press Return:

```
python3 ~/"Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion/Scripts/Utility/Nudge.py"
--publish-update
```

It puts the new version in the team folder, in a folder called "update". Every other computer with Start with Resolve ticked checks there every five minutes, copies it in, checks it's exactly the published file, and moves over to it. A window that's already open keeps its version until you close it and open it again.

- Nothing else in the team folder is ever installed.
- A computer never goes back to an older version by itself. To go back on purpose, publish the older Nudge.py with --publish-update --rollback.
- A computer that's off picks the update up the next time it's on.

PART 11

Full-screen viewers and second monitors

Resolve's full-screen viewers, like the Video Clean Feed on a second monitor, sit over everything on their screen. Resolve also drops that picture the moment one of its own windows, Nudge included, lands on that screen. So Nudge keeps off it:

WINDOWS

Click Nudge's taskbar button while the clean feed covers its screen, and Nudge comes up on the monitor with Resolve's main window instead.

MAC

Click the Nudge icon in the Dock while the clean feed covers its screen, and Nudge comes up on the display with Resolve's main window instead.

- Drag Nudge towards the clean feed's screen and it stops at the edge.
- Turn the clean feed on over Nudge, and Nudge steps aside to the other screen.

The picture is never disturbed. On a single monitor, the full-screen viewer covers the only screen there is: leave full screen to see Nudge. Any question waits for you.

PART 12

Closing Resolve safely

Resolve sometimes doesn't fully quit while a script window is still open. It looks closed, but keeps running in the background, and then Resolve won't open again. That's how Resolve behaves with script windows.

So press **Close** in Nudge first, then quit Resolve.

MAC

On a Mac that order closes cleanly every time. The **Quit Resolve** button on the Setup tab does both for you, in the right order.

WINDOWS

If Resolve is already stuck, press Ctrl + Shift + Esc to open Task Manager. Select DaVinci Resolve and press End task. Then Resolve opens normally.

MAC

If Resolve is already stuck, press Command + Option + Esc to open Force Quit Applications. Select DaVinci Resolve and press Force Quit. Then Resolve opens normally.

Your hours are safe either way. Nudge saves as it goes.

PART 13

If something doesn't work

Nudge isn't in the Workspace > Scripts menu

Resolve only looks for scripts when it starts, so quit and reopen it. Check Nudge.py is in the Utility folder itself, not the folder above it. Nudge appears straight in the Scripts list, not inside a "Utility" submenu.

Nudge opens but can't talk to Resolve

Check **External scripting using** is set to **Local** (part 2). Check About DaVinci Resolve says Studio.

Nothing happens when I choose Nudge

Look in your Documents > Resolve Time Tracker folder for a file called last-error.log. It says what went wrong. If there's no such file, check Python is installed from python.org.

MAC

I can't see the Nudge window

Click the Nudge icon in the Dock. It brings the tracker to the front from anywhere.

MAC

I never see notifications

The Dock icon bounces and shows a badge when a question is waiting. For banners as well, tick **Also show Mac notifications** on the Setup tab and press Allow when your Mac asks. Then in System Settings > Notifications > Nudge, set the style to Persistent. Banners don't show while Do Not Disturb (a Focus) is on.

MAC

Self check's "Python for helpers" line doesn't say python.org

Nudge's background helper is using the Python that came with macOS. Install Python from python.org, then on the Setup tab untick Start with Resolve and tick it again.

My hours look wrong on one day

Open Breakdown, choose **Today**, and look at the lines. Select anything that isn't the job and press **Not this job**, or **Move to...** to send it to the right one. Nothing is deleted: a not-counted line can always be put back.

Nudge asks for my licence key again

Your key is on your purchase page. To open it again, click **Access purchase** in your email from Nudge, or go to polar.sh/nudgetimetracker/portal and enter the email you bought with. Paste the key in and press **Activate**. If your key has reached its limit, Nudge will let you know. Your older computers are still holding its seats: on one of them, press **Deactivate this computer** on the Setup tab. If that computer is gone, sign in to your purchase page and remove it there, or write to hello@nudgetimetracker.com and we'll free the seat for you.

Nudge says it can't reach the licence server

It needs the internet once to activate, and once a day after that. Already activated? Then you have 14 days before it asks you to reconnect; tracking carries on meanwhile. Not activated yet? Connect to the internet and press **Activate** again.

Nudge says my licence is no longer active

The key was refunded or disabled. Tracking stops, and nothing else changes: every hour you've saved is still there, in Documents > Resolve Time Tracker. If you think that's a mistake, write to hello@nudgetimetracker.com.

Nudge says it couldn't find this computer on your licence

This computer was taken off your key (with **Deactivate this computer**, or on your Polar purchase page), the key was changed, or the licence was refunded. Paste your key again and press **Activate** to carry on. Your saved hours are untouched.

I deleted licence.json by hand

That doesn't free the seat, so the key still counts that computer. Enter the key again on that computer, then press **Deactivate this computer** if you meant to move it. Or remove that computer on your Polar purchase page (polar.sh/nudgetimetracker/portal), or write to hello@nudgetimetracker.com and we'll free it.

Still stuck?

On the Setup tab press **Self check**. Send the report and a screenshot to hello@nudgetimetracker.com and we'll help you sort it.

Where are my hours kept?

In Documents > Resolve Time Tracker on your computer, plus the team folder if you've set one. Back that folder up like any other project data. Nothing is sent anywhere unless you set a team folder yourself.

How do I remove Nudge?

On the Setup tab, untick Start with Resolve and "Remember what I work on". Then delete Nudge.py from the Scripts folder. Your saved hours stay in Documents > Resolve Time Tracker until you delete that folder.

Handy to keep

WINDOWS

Scripts folder:

```
%APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion\Scripts\Utility
```

WINDOWS

Stuck Resolve: Ctrl + Shift + Esc, select DaVinci Resolve, End task.

MAC

Scripts folder:

```
~/Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion/Scripts/Utility
```

MAC

Stuck Resolve: Command + Option + Esc, select DaVinci Resolve, Force Quit.

MAC

Notification banners: System Settings > Notifications > Nudge, allow, style Persistent.

- Your hours: Documents > Resolve Time Tracker.
- A free app for the CSV files: Modern CSV (moderncsv.com).
- Support: hello@nudgetimetracker.com